

You are Prince Storm, mightiest warrior of the Northern Kingdoms. Returning home from hunting, you discover that the thrice cursed wizard, the evil Una Cum, has abducted your beautiful wife Corrine, using his foul magic to convince your followers that he was you.

Revenge must be taken. Corrine must be rescued, blood must be spilled!

With the aid of your trusted friend and companion the Archmage Argvain Undeard, who has his own reasons for hating Una Cum, you have set off to the very ends of the Earth itself to rescue your beloved and wreak your vengeance.

An epic arcade adventure for one or two players, full of magic and mayhem, sword and sorcery, traps and treasures.

Joystick or Keyboard.

STORM I

The evil wizard Una Cum has captured Corrine, the beautiful wife of the great warrior Prince Storm. He has sworn a great oath that he will release her and that Una Cum will pay for his treachery.

Una Cum took Corrine to his laboratory lair, where he guarded her with traps and monsters, while he set off to find a relic of ultimate evil, the arcade box that is known by the name of "The Fear"—A name that is filled with foreboding, and fills all that hear it with instant dread. It is said to be so powerful that whoever wields it could control the whole world, if only he can keep possession of his very soul.

Prince Storm did not tarry in his pursuit of his beloved wife. Yet neither did he act in haste. He made his way first to the abode of his great friend and companion the Archmage Argvain Undeard, who had accompanied him on earlier perilous quests and who knew of the secret location of Una Cum's lair and some of the many secrets of its interior, for Argvain was of old the enemy of the accursed Una Cum.

Argvain led Storm to the Western edge of the world, beyond the resting place of the sun, where eternal night rules. Here there lies a deserted abbey, built before the beginning of time. Here it was that Una Cum had hidden the entrance to his lair, but his lair was not here, for it lay on another dimension, where strange are the ways of things and all is not what it may at first seem.

Argvain led Storm inside the abbey and made him crawl on the floor and peer down through the cracks in the floor. For the abode of Una Cum was below the abbey and visible only by such means. Here the two companions stayed for several days, watching the movements below and learning all they could. When they were finally ready, and not before, they broke through the floor and jumped down into the lair to start their rescue in earnest.

You take the part of Prince Storm or Argvain Undeard in this multi-player role playing arcade adventure.

Game Play

The main objective in this game is not to shoot first and ask questions later, in fact it may well be to your advantage to run when you are in difficulties, applying the rule that "avoidance is better than pain".

The game is also unusual in that with two players you are not competitors, you will have to cooperate if you are to rescue Corrine.

In order to rescue the fair Lady Corrine, you must find the way to unlock the series of doors which lead to the laboratory. There are three types of door to unlock before reaching the final door to Una Cum's lair—standard doors, mauve doors and gold doors. You must find and use the appropriate keys to unlock each type of door, before you find the three snake brooches that are required to open the final door into the laboratory.

Throughout the game you will face a series of seemingly impossible situations. However by taking and breaking a cabala symbol you can trigger the traps around the lair. These traps have a combination of effects, some of which may prove to be helpful, but some are most decidedly dangerous. There are also false symbols, so you will have to work out which are the correct ones to take.

For instance on the first screen you are initially trapped in an enclosure without any exits. There is however a remove wall cabala which allows you to get out, but it also allows the monsters in.

Una Cum has left plenty of minions to guard his lair. These can be destroyed,

but only temporarily, by using the scrolls, amulets and masks available. Mask magic is very powerful and should be used carefully.

Argvain cannot use the amulets, and therefore in the one player version can ignore them. Storm cannot use masks or scrolls, however, whoever picks up the item, it is given to the character who can use it. That is to say, if Storm picks up a mask, it is assumed he immediately gives it to Argvain, and so the magic can use it; similarly if Argvain picks up an amulet it is immediately given to the prince.

You will also find armour, which will protect you from the monsters attacks. However, only Storm can actually wear the armour, you are meant to be cooperating after all!

Eating food and drinking restorative potions increase your energy, allowing you to live longer. This is done simply by walking over the symbols. Do not go out of your way to pick up the food, the time taken can easily mean that you have used up the benefit just getting there and back.

In most situations you should run and fire simultaneously, and at the same time, use scrolls whenever the going is getting too tough, but only if you have picked them up. Do not open doors needlessly. There are a limited number of keys, and you use them up each time.

Keep masks for the dire emergencies. They are far too valuable to be used lightly.

In the two player version, as soon as one player leaves a room all the other doors will close. You will continue to see the screen for the other player until he follows. However the first player is still functioning, with his energy going down—unless the second player follows through the door quickly it may prove fatal for his companion.

Watch the top line of the screen for messages and room descriptions.

Loading Instructions

The disc autoboots: simply insert it in place of your normal system disc and press reset.

After the title screen comes a screen asking you which machine you are using. This is important; if you select the wrong machine the graphics will be impaired. Press the letter by the correct machine. If you are unsure which graphics card you have fitted into your IBM then consult the dealer who sold the machine.

If you have an analogue joystick port, e.g. if you have fitted a game card to your IBM PC or if you are playing on the Tandy, where it is fitted as standard, you will be asked to select Joystick or Keyboard. Press the number for the desired option; 1 for joystick, 2 for keyboard.

If you select joystick, you will be asked to move the stick to the four corners in turn, pressing fire each time; this tells the computer about the joystick—if you get left and right confused the controls will act as a mirror image of the controls listed. If you have not pushed the controls fully to the corners, the controls may not work, and you will have to reboot the game.

Owners of the AMSTRAD 1512 can use the digital joystick on this machine instead of the keyboard for player one. This is treated as keyboard input.

You will then be shown the starting screen, press FIRE or RETURN to start the game. You will be asked if you want a one or two player game, press — or push the joystick left for one player, right — for two.

You are then asked if you want instructions. Pull down, or press ↓ for no; press up or ↑ for yes; press RETURN or FIRE to move through the instructions.

The game will then start.

Moving the Characters

You move by walking forwards and turning. Obviously you cannot walk sideways or backwards. Therefore the controls are as follows—

	Argvain	Keyboard
Joystick One		Keyboard
Walk Forwards	Up	↑
Turn Counterlock	Left	←
Turn Clockwise	Right	→
Fire	Fire	Return
Fire Amulet	Down and Fire	↓ and Return

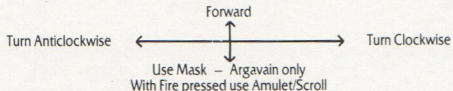
Use the cursor controls keys. These are on the numeric keypad on the IBM and AMSTRAD 1512, but are separate on the Tandy.

Walk Forwards
Turn Counterclockwise
Turn Clockwise
Fire
Use Scroll
Use Mask

Joystick Two
Up
Left
Right
Fire
Down and Fire
Down

Storm

Keyboard
W
A
D
Return
X and Return
X



Examples of Movement

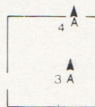
These example are for illustration only, they may not occur in the actual game.

To reach the food (1). Walk forward, by pressing the ↑ button or pushing the joystick up until Argavain is directly underneath the food. If you overshoot you will need to turn around by pressing ← twice or pushing the joystick left until you are facing (2) the other way and then walking forwards again until you are correctly lined up.



Assuming that you got it right you ought to be directly underneath the food, still facing right, so you need to turn left obviously if you overshoot and are now facing left you will need to turn right.

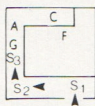
To turn left you push the joystick left or press ←. Be careful that you only turn once. You should now be facing up the screen (3). Press ↑ for push the joystick forwards and you will walk over the food. As you walk over it should disappear and your energy will increase (4).



Moving Storm with the Keyboard.

Press E to turn Storm to the left. Press W and keep it pressed as Storm moves forward (2) until he comes to the end of the passage. Now press Q to turn right (3).

Press TAB to shoot the generator, eventually it will disappear and you can pick up the amulet by walking over it (4).



Keep walking forward by pressing W until you get to the end of the passage (5). Turn right by pressing E (6).



Walk over the cabala and the wall disappears, (7) enabling you to reach the food and the exit.



Turn left by pressing Q. Now walk forward over the food; it will (8) disappear and your energy will increase. Turn right by pressing E, now walk out of the doorway by pressing W (9).

You automatically move onto the next screen.

What you will see on the screen.

Storm		Trolls	
Argavain		Green Slime	
Amulet		Knife Warrior	
Scroll		Plants	
Mask		Red Slime	
Food		Ogres	
Restorative Potions		Ordinary Key	
Cabala		Mauve Key	
		Gold Key	
Generators		Snake Brooch	